



**Support Site – Disc Golf Course Map -- SAFETY FIRST** = You must **WAIT** to throw if there are any people in front of you, near the basket, or any time where you could **possibly** hit a person or animal. (*Watch out for Cars too.*)

**Caution** on crisscrossing fairways for holes 6 & 9 and again on holes 7 & 8.

**RULES for Disc Golf:**

- 1) **SAFETY FIRST** – You must **WAIT** to throw if there is any **possibility** that you could hit a person or animal. The Support Site is a “multi-use” facility used by many people. If someone else is utilizing any area, please **SKIP the hole** or **WAIT** until the area is safe to throw.
- 2) **SECOND - Have FUN and enjoy the “excellent sport” of Disc Golf.**
- 3) Disc golf is played like ball golf, except you use flying discs. Each throw is counted to determine a score. The winner is the player with the lowest score.
- 4) Each hole begins at a Tee Pad and finishes when the disc lands in the basket.

- 5) A throw that lands **Out of Bounds** (OB) must be played from the point where the disc was *last* inbounds, with a one throw penalty. **Roads, concrete, gravel sidewalks, and over fences** are typical OB hazards for a disc golf course.
- 6) **“Mandatory” requirement on HOLE #1.** Your disc must pass on the **LEFT** side of the large light pole. This is the reason for the **curved** flight path. (*The course layout is designed to AVOID hitting buildings. “Stray Throws” will occur, but please be purposeful in avoiding buildings.*)
- 7) Philosophy for disc golf: **Whoever has the most fun... WINS!** A full list of “Tournament Rules & Etiquette” can be found online. But, the First Rule, and most important rule, of disc golf is **SAFETY FIRST**. The second rule is to **Have Fun :-)**